MIS NEWSLETTER

A Monthly Publication - Walt Disney Productions - MIS Division
Volume 1, Issue 1 *July 1979*

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THE GENESIS

With the publication of this newsletter, the suggestions of several of our employees become a reality. The newsletter is just one in a series of things that we are doing within the division to improve communications. We are growing and diversifying rapdily and with staff in three widely dispersed locations our need to communicate is great.

The purpose of the newsletter is: (1) to provide news about our milestones and accomplishments as a division; (2) to introduce new employees and keep everyone updated as to other employees' changes of status; (3) to share "technical tips" about how to use our systems' resources more efficiently; (4) update everyone as to new projects, resolutions to problems, new equipment and new resources as they become available, and (5) to keep everyone abreast of what training is going on and what is planned in the near future.

In order for all that to happen, the editor is going to need your help. If you know of something that should be included, please give me a call on x. 1868. I'll be happy to write up the article, if you'll give me the lead.

So here we go . . . here's to our success and a lot of good communication flow. MIS

MIS NEWSLETTER TITLE SEARCH

We need a snappy title for our newsletter. So far the "editor" has conceived and/or received the following suggestions:

"The Data Communicator"
"Bits & Bytes"
"The MIS Bottom Line"
"The Information Service"
"The MIS News Break"
"The Network"
"MIS: Leading Edge"
"MIS: Interpreted"
"MIS: Identified"
"MIS: Understood"

Your ideas are solicited. If you think of an appropriate title, please call me on x. 1868. We'd like to have one chosen before the August edition. MIS

TECHNICAL TIPS:

Each month members of our Technical Support Staff will share timely information in this column.

**JULY'S TIP: The previous problem with using LMR to build a new OML on a private pack appears to have been resolved with rel 4.0. For more information, contact Steve Thrasher x.2371.

GETTING TO KNOW YOU

We recently added six new people to our Systems Development Staff. Four at Walt Disney World and two at the Studio. Please allow me to introduce . . .

- *Chris Tisdale* - who joined us on May 16th as a programmer/analyst. Chris holds an MS in Computer Science and has several years of programming experience. Most recently she was with General Electric in Schenectady, New York. She's currently assigned to the Hotel project. In her free time Chris loves to swim, especially at the beach. She's still having a little trouble adjusting to Florida sunshine.

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- *Elaine "Lani" Rutkowski* - who started on June 6th also as a programmer/analyst. She holds a BA in Mathematics and completed her minor in Computer Science. She also has considerable programming experience and comes to us from American Telephone and Telegraph Company of New Jersey. Lani's been assigned to the Budget system. When she's not working, she enjoys swimming, jogging, fishing and bowling with her husband. They're also enjoying side trips to the many attractions and sights of central Florida.

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- *John Gates* - who began on June 18th as a programmer/analyst trainee. He recently graduated with a B.S. in Administrative Management with an emphasis in Computer Programming. John's worked at WDW on and off for six years, having worked as Trainer, Lead and Host on several of the attractions in Tomorrow and Fantasy Lands and most recently as an interviewer in Casting. He's currently working on Mark IV's. He spends his leisure time swimming, golfing, playing tennis, bicycling and bowling (he's on the WDW Bowling League). Did I say leisure time?

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- *Marie Waddell* - who started on June 25th as a programmer/analyst. Marie holds a MS in Business Administration and has several years experience as a programmer/analyst. She comes to us from the Medical University of South Carolina where she was a Systems Analyst for the last 3½ years. She's been assigned to the EPCOT/World Showcase requirements project. Marie's an interior decorator in her free time. She enjoys refinishing antiques and rumour has it that we'd better keep an eye on her office. It's sure to be a showplace. When she's not decorating, she's water or snow skiing, playing golf or tennis, or trying to get settled in her new home.

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- *America Romero* - who began work on July 2nd as a programmer/analyst trainee. She's a recent graduate of the Computer Learning Center where she completed several programming projects. She's been at the Studio since 1971 and comes to us from the Accounts Receivable Department. She is now working on Mark IV's. It's not unusual now to hear "Good Morning America" in the halls of the Systems Development wing early in the a.m. America has many hobbies, including handicrafts, but perhaps the most fascinating are her creative inventions of childrens toys and games. Some of these are currently being marketed. She also does Red Cross volunteer work on the weekends at the Los Angeles Orthopedic Hospital.

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- *Rose-Lynn Fisher* - who also joined us on July 2nd as a programmer/analyst associate. She holds a Bachelor's of Fine Arts from Otis Art Institute and studied art in Paris for a year. Later her

interests turned towards computer science and she comes to us after 1½ years with Lockheed as a programmer. Currently, she's assigned to OPAC. Rose-Lynn, as you might expect (given her background) is very creative. She enjoys making geometrical glass sculptures, collages, painting and caligraphy and collects antiques and "old classical things" in her spare time. She's traveled all over the US and to Europe twice.

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We welcome the talents and enthusiasm of these new people!

TRAINING NOTES:

- 30 Studio MIS employees recently attended Disney University sessions that featured a shortened version of Disney Traditions and a special update on the company's activities in the current fiscal year.

Many of our employees never had the opportunity to attend such an orientation (Disney University has only been at the Studio since May, 1977). They were able to review many of the milestones that they helped create and gain a greater understanding of the company's operating philosophies. During the update session, they were able to see clips from soon-to-be-released movies, catch a glimpse of EPCOT and Tokyo Disneyland, learn about the building of Big Thunder and share in the future plans for Disneyland's expansion and summer entertainment line-up.

In the future we'll arrange to see these "updates" as they become available so that we can see the company's direction and gain a greater appreciation for our part in these exciting projects.

- Acting on a suggestion given some time ago by Loretta Aukschun, Howard Cardon is putting together a "Technical Bulletin Manual". The idea is to organize, index and cross-reference the memos that have been issued over the years. At first the manual will contain the documents as they now appear. The index will enable all personnel to find the document they need. In time, the memos will be reformatted into a standard form and some will become policies. Future "Technical Bulletins" will also have to conform and a system for updating manuals will have to be worked out.

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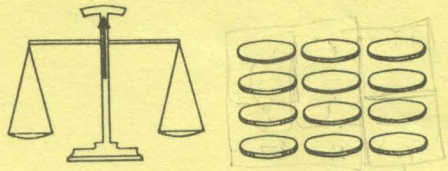
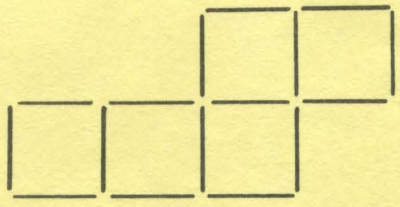
GAMES FOR THE SUPER INTELLIGENT

(1)

You have twelve identical-looking coins, one of which is counterfeit. The counterfeit coin is either heavier or lighter than the rest. The only scale available is a simple balance. Using the scale only three times, find the counterfeit coin.



(2)



By moving two lines produce four boxes of the same size.

Solutions to these puzzles will appear in next months issue.

Games are taken from the book "Games for the Super Intelligent" by James Fixx.

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